



BY THE MANIA. FOR THE MANIA.



In 2015, a team of passionate developers pitched an idea for a new 2D Sonic game to SEGA. Having grown up inspired by Sonic games, the idea of working on an official project seemed like an impossible dream - until now.

The idea expanded and evolved under the guidance of Sonic Team, and grew from a small project into a major initiative involving teams across the globe.

The next year, *Sonic Mania* released to rave reviews and universal praise from critics and fans alike, and became the highest-reviewed Sonic game in 15 years.

But there was one thing fans still wanted: A physical edition all their own.

Now, it's finally time. This Collector's Art Book that you're holding is exclusive to the physical "Plus" version of the game, and it's our special gift to you. It features a look at the creative sketches, early designs, and some never-before-seen concepts that went into *Sonic Mania*.

We hope you enjoy it as much as we enjoyed putting it all together. From start to finish, this project has been *By the Mania, For the Mania*.

CHARACTERS

Sonic, Tails, Knuckles, and the evil Dr. Eggman are back! The character art for Sonic Mania is inspired by the airbrushed style of the early 90's. Tom Fry with guidance by Sonic Team's Creative Director, Kazuyuki Hoshino, the team was able to take inspiration from the originals while giving the characters a gorgeous facelift that still pays homage to their classic roots.

SONIC THE HEDGEHOG

TAILS MILES "TAILS" PROWER



KNUCKLES THE ECHIDNA

DR. EGGMAN EVIL GENIUS



HARD BOILED HEAVIES

HEAVY GUNNER



HEAVY SHINOBI



HEAVY RIDER



HEAVY KING



HEAVY MAGICIAN

Watch out! Dr. Eggman's new henchmen are here, and their abilities amplified by the powers of the Phantom Ruby. The Hard Boiled Heavies each possess unique strengths and skills, and can pose a serious threat to our heroes if not prepared for! Like the main characters, the art for the Hard Boiled Heavies was also drawn in the airbrush style.

Interestingly, the name "Hard Boiled Heavies" is one of the few concepts from the initial game idea design that didn't change throughout development. Their designs did change significantly, though, which you can see later in this book!

THEY'RE BACK!



MIGHTY THE ARMADILLO

Mighty is an Armadillo with remarkable defensive power. His hard shell can protect him from attacks and projectiles, and when he curls up into a ball, he can use it to smash through enemies. Mighty is a natural pacifist, but is sometimes forced to fight to protect those he cares about, like his best friend, Ray.

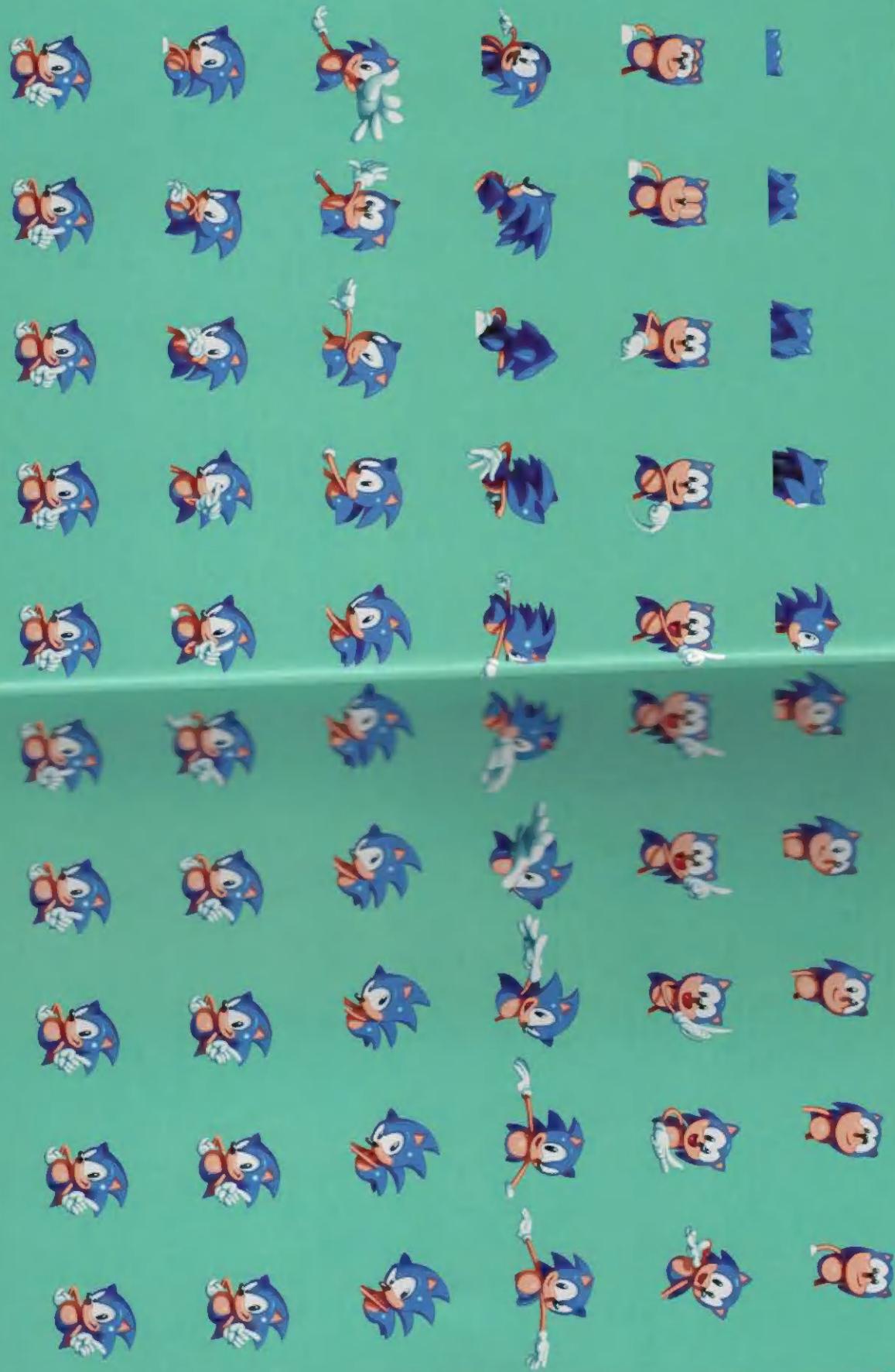
Ray the Flying Squirrel is a bit younger than Mighty, but makes up for his lack of raw strength with pure enthusiasm and excitement. Ray loves adventure, and often glides to high places to get a view of the land below. He can use that same gliding technique to swoop down on unsuspecting robots.

When Mighty and Ray last saw Sonic, they were escaping from Eggman Island. Time may have passed, but this duo are ready to prove they can take down the Doctor once again!

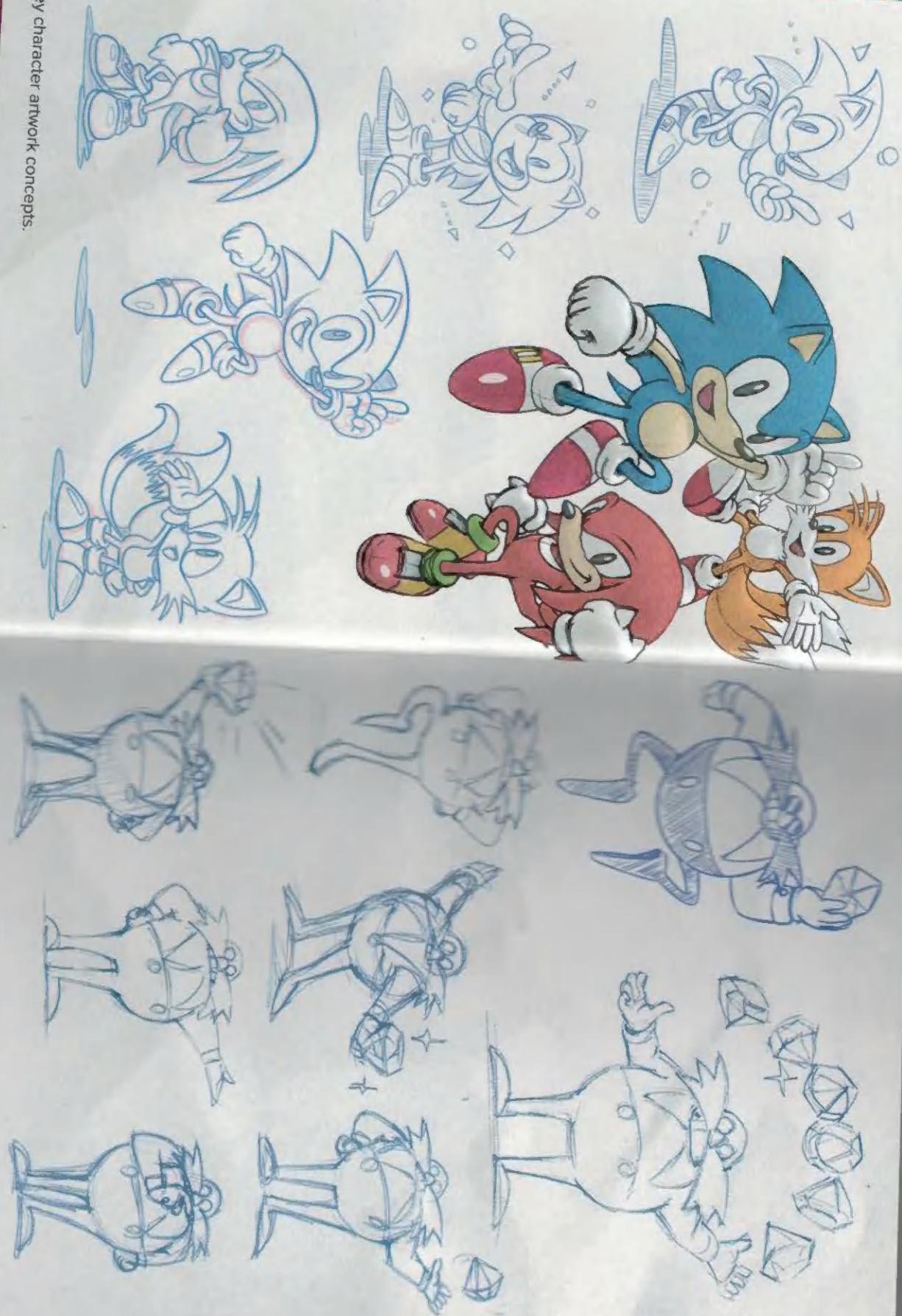
RAY THE FLYING SQUIRREL



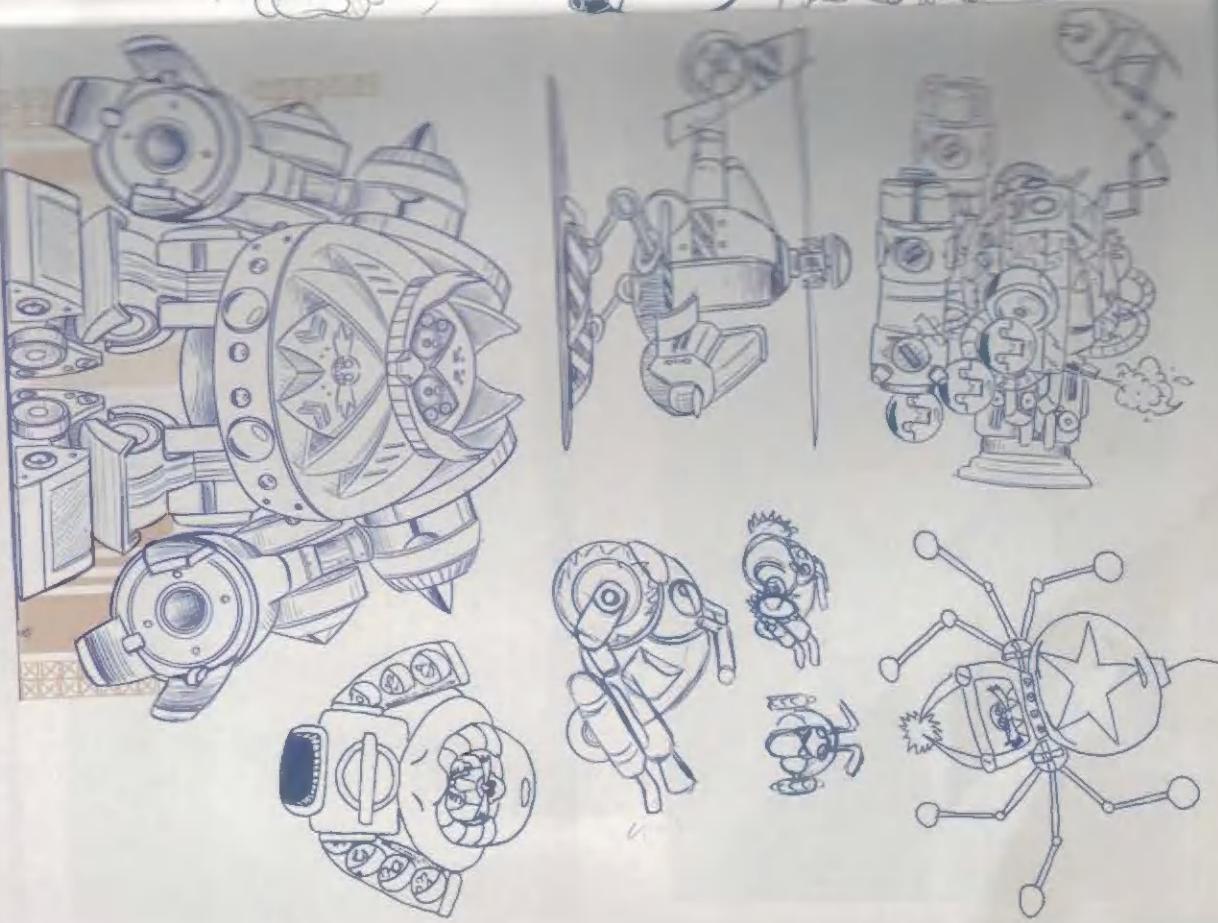
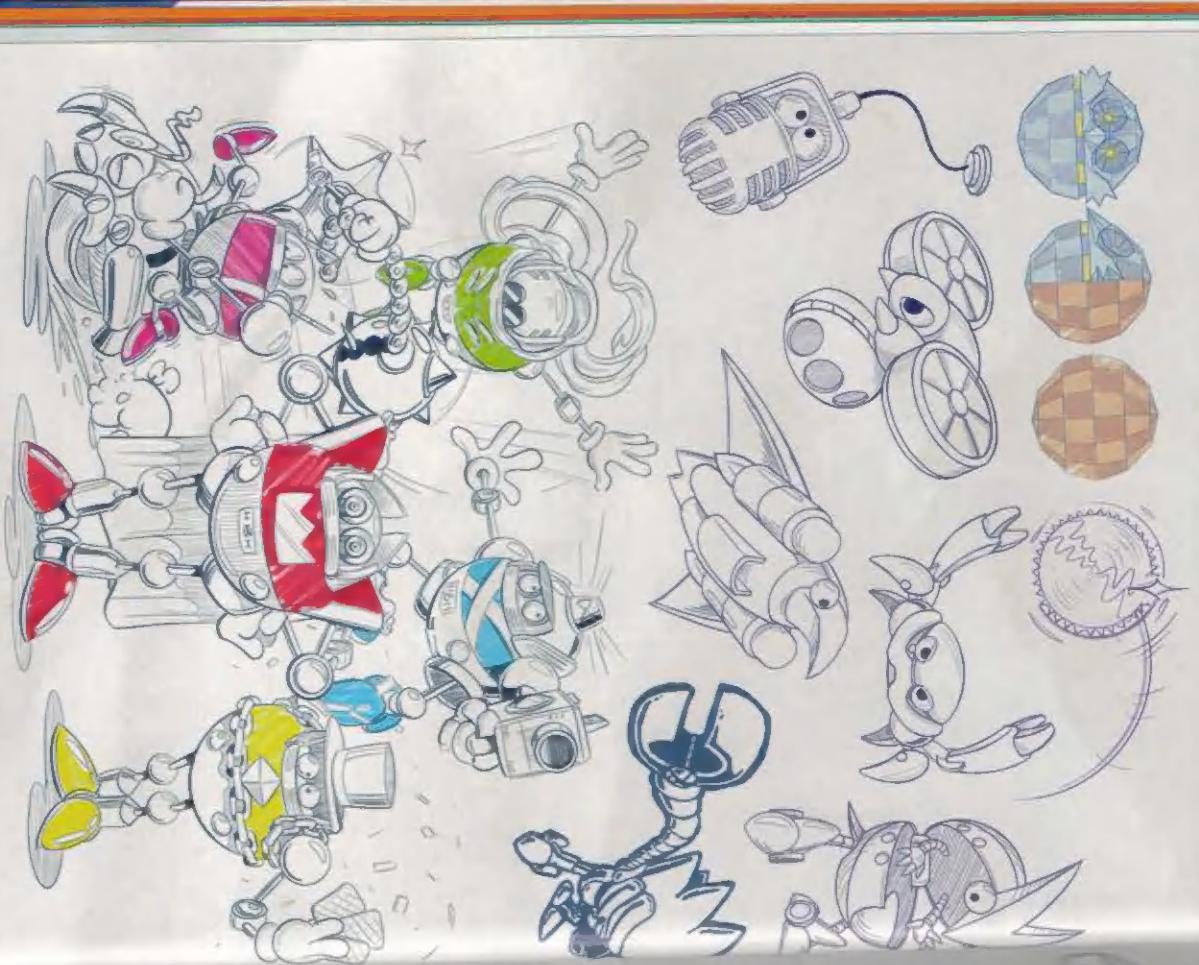
Sonic Mania title sequence frames.



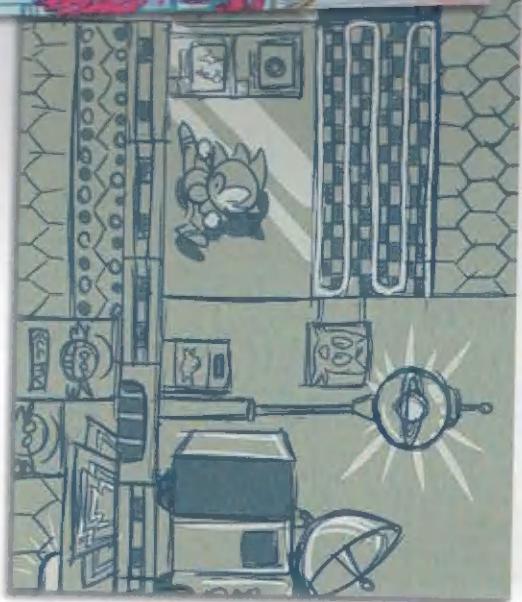
Key character artwork concepts.



Concepts for various badniks, bosses, and the Hard Boiled Heavies.



Level and environment concepts.



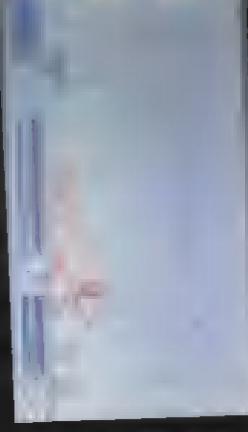
Level and environment concepts.



Early Sonic Mania logo concepts.



Original level-based ideas for between-level cutscenes.



Promotional art pieces.



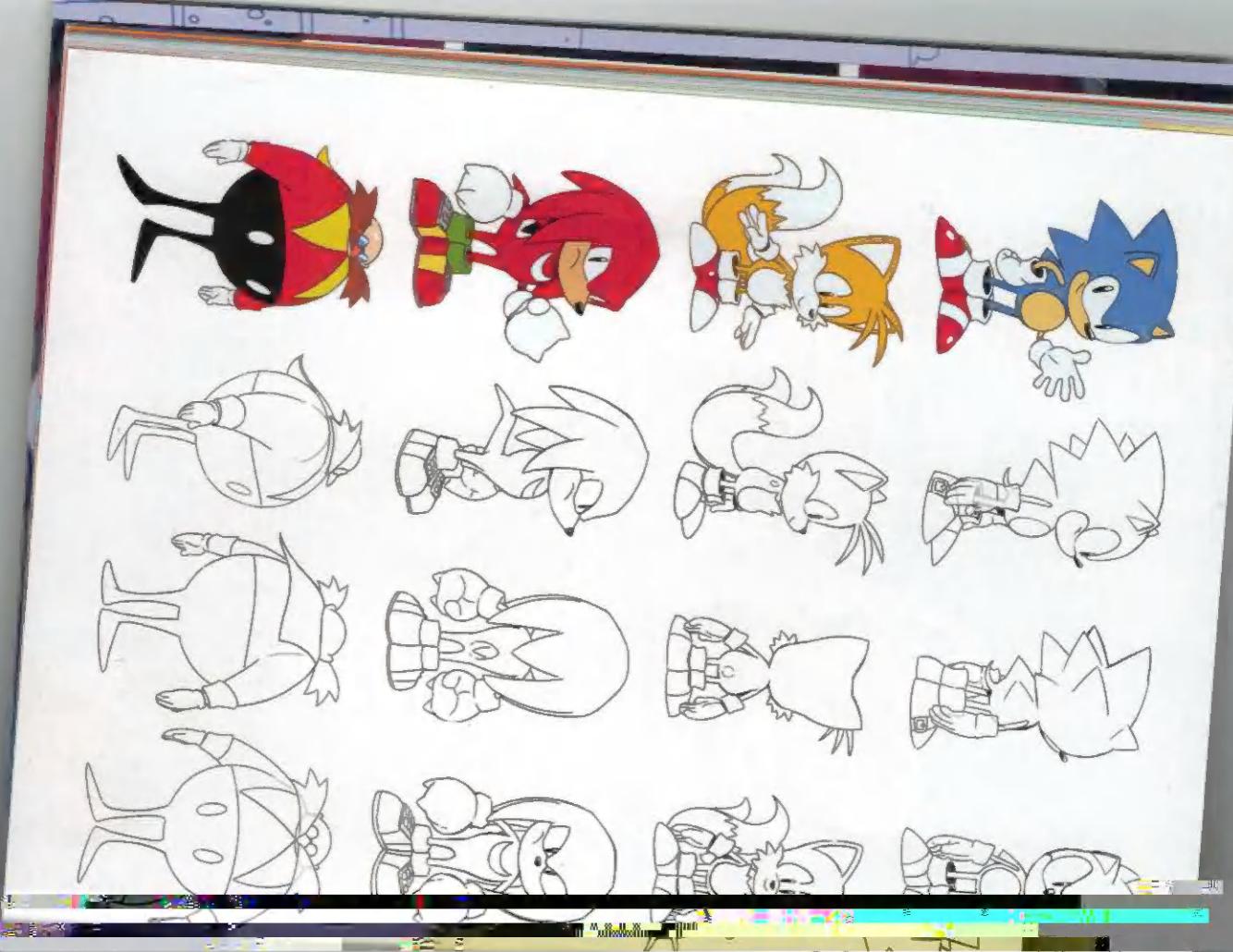


The Sonic Mania opening animation was created by Tyson Hesse, in collaboration with Studio Yotta and a small team of animators, and set to custom music created by Hyper Potions.

Inspired by the opening animation in Sonic CD, the animation team spent months working in secret to bring Sonic, Tails, Knuckles, and the Hard Boiled Heavies to life. New environments, like Studiopolis, also feature prominently. There's so much detail packed into every frame that you may discover something new each time you watch it!

The animation was intended to be used for the launch trailer, and was not originally planned to be in the game. When Sonic Team and all the teams on the project saw how great the early work was, the in-game engine was specially adapted to feature it as the opening movie.

Created specially to support the "Plus" release of Sonic Mania, Tyson and his team returned to create a connected series of animated online shorts featuring all of the characters – plus Mighty, Ray, and more!



These character turnarounds are drawn as a reference, so animators can understand a character's design from multiple angles. The design of Sonic and his friends in the animation is different from the airbrushed style, specially built to express fluidity in motion and emphasise his sleek design.

Metal Sonic, Mighty, Ray, Eggman, and even a Flicky all appear in the animation series, which is available to watch free online on Sonic's social media channels.

Original concept pitches from Tyson for the opening movie.



Final animation stills.



BOOK CREDITS & SPECIAL THANKS

Art

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Tyson Hesse

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Kieran Gates

Producer & Writer

Aaron Webber

Special Thanks

Takashi Iizuka

All the teams at SEGA
... and you!



